# BLAIR WITCH
VOLUME I : RUSTIN PARR

Blair Witch Volume 1: Rustin Parr is the first in a series of three games that delve into the rumors and unanswered questions surrounding the mythos of The Blair Witch. Set in 1941, the first adventure in the Blair Witch series pits government special investigator Doc Holliday against the ancient evil that drove hermit Rustin Parr to abduct and slay seven children in Burkittsville, Maryland. Along the way, she will have to interact with the stricken townspeople, investigate hidden legends and arcane rituals, and seek to unravel a twisted mystery that still haunts the town.

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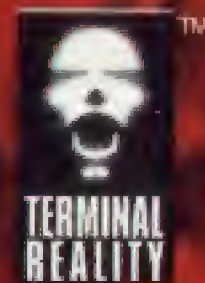
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MATURE (17+)
ANIMATED BLOOD AND GORE
ANIMATED VIOLENCE

Go deeper inside the terrifying mythology with the final thrilling volumes of the Blair Witch Game Trilogy:

Blair Witch Volume 2: The Legend of Coffin Rock follows a civil war soldier who is stricken with amnesia and then found in Burkettesville by a strange young girl named Robin Weaver. He is dubbed "Lazarus" by her mystical grandmother. After Robin mysteriously disappears into the forest of the Black Hills, Lazarus is drawn into a world of human sacrifice and supernatural terror as he discovers the horrible role that the evil in the forest has in store for young Robin.

Blair Witch Vol. I: Rustin Parr

User's Guide

Introduction

In 1941, an old hermit named Rustin Parr wandered into the general store in Burkittsville, Maryland and announced: "I'm finally finished."

When police searched his house deep in the woods outside of town, they found the bodies of seven children ritualistically murdered. Parr claimed that "an old woman ghost" had told him to do it. Whispered memories of the "Blair Witch" resurfaced in Burkittsville for the first time in sixty years.

In nearby Washington, D.C., a government agency dedicated to studying paranormal activities heard Rustin's claim and sent its best investigator to Burkittsville.

This is her story.

Getting Started

System Requirements: Windows 98, Windows NT 4.0, or Windows 2000 Pentium2, 233MHZ Celeron, Pentium3 or AMD Athlon CPU 64MB System RAM (96MB for 3D hardware acceleration).

Sound Blaster Live! for environmental audio effects.

Matrox G200/G400, ATI Rage 128, or TnT/TnT2 recommended for 3D hardware acceleration.

850MB of free disk space. 200MB of free virtual memory.

Installation

1. Insert the CD-ROM marked Blair Witch Vol. 1 into your CD-ROM drive.

2. If Autorun is enabled for your CD-ROM drive, the CD will automatically bring up the Blair Witch installation.

3. If Autorun is not active for your CD-ROM drive, you can install the game by clicking on the Windows START button, selecting RUN, and typing D:\setup.exe, where "D" is the letter of your CD-ROM drive. Or you can open the Windows File Manager, find your CD-ROM drive, and double-click on SETUP.EXE in the CD's file menu.

4. Select your language preference then follow the prompts to install the game.

5. Please note that you will need 850 MB of free space on the hard drive you are installing Blair Witch Volume One - Rustin Parr.

6. Direct X 6.1 is required to play Blair Witch, but we recommend using DirectX 7a. If it is not installed on your system, please visit : http://www.microsoft.com/directx/ and download Direct X 7a. If Direct X 6.1 a later version is already installed on your system, skip to Step 7.

7. Once the installation is complete, the README.TXT file in the Blair Witch directory will be automatically displayed. It is highly recommended that you read this file, since any changes that may have been made to the game since the printing of this manual will be detailed in this file. For reference, shortcut to the readme.txt file is included in the Blair Witch folder created during installation.

Starting the Game

The installation program has placed a shortcut to Blair Witch on your Windows Desktop. Double-click the icon labeled Blair Witch Volume One - Rustin Parr to launch the game. Or, you can open the Windows START MENU and select PROGRAMS, then Blair Witch Volume One - Rustin Parr. Click on the icon labeled Blair Witch Volume One - Rustin Parr in the next menu to launch the game.

Menus / Options

Main Menu

There are four choices you can make from the **Start Menu: Start, Options, Load** and **Quit.** Navigate the menu with the UP/DOWN arrows. The ENTER key selects that menu entry and ESC backs out of the current menu. At the Main Menu, ESC exits the game.

Start

Selecting **Start** from the Main Menu gives you the option to choose what style of game you want to play. The game has two primary components: **Puzzles** and **Combat,** each of which has a **Normal** and **Hard** mode of play. The **Puzzle difficulty** determines how challenging the game is to your mind. If you like Adventure games and yearn to solve problems on your own, take the **Hard Puzzle Mode**; otherwise, you can let the hero solve many of the more complex problems for you in **Normal Puzzle Mode.** The **Combat difficulty** affects the abilities of your enemies. In **Hard**

Combat mode you'll find monsters more difficult to kill. If you're ready for hard-core combat with powerful foes, select **Hard Combat** mode. For those who are more interested in the Adventure aspect of the game, you can leave Combat at **Normal** level.

Options

The Options menu allows you to adjust the settings of the game to best fit your system and personal preferences. The three choices are: **Graphics, Sound** and **Control.**

Graphics Options

Use this menu to adjust the visual aspects of the game. Be careful when adjusting these settings, as not all machines can handle the highest settings for each option.

Resolution: The Nocturne engine supports resolutions from 320x200 to 1280x1024. Cycle through the resolutions with the LEFT/RIGHT arrows. Note that resolutions above 640x480 require hardware acceleration. The game is optimized for 640x480.

3D Hardware: This option toggles hardware rendering. On some systems with 16-bit video cards, it might be better to switch hardware off in order to play the game using the superior Nocturne 32-bit software renderer.

3D API: Displays a list of any available DirectX drivers. Only appropriate if 3D Hardware is on.

3D Card: Displays a list of any 3D Hardware detected. You can select which card you wish to use. If none are available, this entry will report "No 3D Hardware detected."

Bits Per Pixel: The Nocturne engine is optimized for 32-bit rendering, although it is capable of dropping to 16-bit if necessary.

Monitor Calibration: This takes you through the monitor calibration process that sets your monitor to display the game as it was intended to be displayed. It's designed to set your monitor's black to true black so you can enjoy the film noir quality afforded by the Nocturne engine.

Subtitles: Purely a choice of preference, this option enables or disables the text displayed during character conversations. It does not affect the performance of the game.

Sound Options

Sound, music and dialog play a major part in this game. You are encouraged to find the best settings for your machine. Keep in mind that higher settings on some options may impact performance on certain machines.

Sound: On or Muted.

Sound Effects Vol: Use the LEFT/RIGHT arrows to increase or decrease the volume of sound effects.

Dialog Vol: Use the LEFT/RIGHT arrows to increase or decrease the volume of dialog.

Menu Music Vol: Use the LEFT/RIGHT arrows to increase or decrease the volume of the music in the Menu.

Output Rate: This will generally be set by the program during installation, but modifications can be made at any time afterwards. **Output quality:** 8-bit and 16-bit.

Output Type: Stereo or Mono.

Device: The ENTER key displays a list of all available devices. If your system's device does not react properly, you can use the Nocturne WavOutWrite software driver.

Control Options

This option allows you to modify the controls.

Control: Keyboard / Mouse, Keyboard, Gamepad or Mouse.

Edit key settings: Allows you to redefine the key assignments for all player controls.

Always Run: If Always Run is on, the hero will run by default. The Run key will cause her to slow to a walk.

Aiming: Auto or Manual. The Auto aim mode causes the hero to automatically aim at nearby targets as long as they are in her field of vision. Manual aim mode is far more challenging.

Auto Use Health: The recommended setting is YES. If the hero has any healing supplies, she will use them automatically when needed.

Invert Mouse Y Axis: Select YES for this option if you prefer your vertical mouse movement to be styled after aircraft controls (push forward to look down, pull back to look up).

Mouse X-axis Sensitivity: Adjusts the side-to-side reaction speed of the mouse. Hit ENTER to bring up an adjustment slider. Move the mouse left and right to set the level. Hit ENTER again.

Mouse Y-axis Sensitivity: Adjusts the up/down reaction speed of the mouse. Hit ENTER to bring up an adjustment slider. Move the mouse left and right to set the level. Hit ENTER again.

Load

Select the game you wish to load from the menu.

Quit

This option returns you to your desktop.

During the game, the *ESC key* brings up the following menu:

Return to Game: Resumes gameplay.

Options: Brings up the Option menu, allowing you to adjust Graphics, Sound and Control options.

Load Game: Same as Load Game in the Main Menu.

Save Game: Allows you to save your game in the current location.

Quit: Ends the current game and returns to the main menu.

Skip Cinematic: If the game is currently displaying a cinematic, you can skip to its end with this option. Useful if you've already seen that particular cinematic before.

Controls

Standard Modes (Keyboard, Mouse/Keyboard or Gamepad)

Navigation

The standard modes of control move the hero by "driving" her. The **Walk** key drives her forward. The **left/right arrows** (or left and right with the mouse) turn her in that direction. At it's most basic level, that's all there is to navigation.

Advanced Navigation

Doc can also sidestep, walk backwards and turn quickly. At any time, pressing the *strafe left* or *strafe right* key causes Doc to sidestep in that direction. The **Back** key causes her to walk backwards. The **Quickturn** key spins the hero 180-degrees. If you want to slow down or run fast, you can press the **Run** key, which toggles between walking and running.

Manipulation

When Doc approaches items or doors she can manipulate, they highlight slightly, indicating she's in range to activate them. Pressing the **Action** button performs whatever action is appropriate (open door, pick up item, flip switch, etc.).

Combat

Press the **Draw** key to draw Doc's weapons. When her guns are drawn, the **Action** key causes her to fire. It's up to you to aim her at an enemy.

If **Autoaim** mode is enabled, you merely have to be facing an enemy. In Manual Aim mode, you control the aim yourself. Most of Doc's weapons are equipped with an Ectoplasmic Targeting System that uses a beam of red light to track the shot.

Point-and-Click Mode

Unlike the other three control modes, the point-and-click mode utilizes an on-screen cursor. Most of the other controls remain the same. The right mouse button acts as the action/fire key. The left mouse button allows you to click on items, doors and characters to interact with them.

Navigation

Using the mouse, position the cursor where you'd like Doc to walk and **left-click**. She'll walk as close to that destination as she can.

Manipulation

If you move your mouse across a door or other element that can be manipulated, it will highlight. When you **right-click** on it, Doc will walk to that object and activate it (open door, pick up item, etc.)

Combat

Use the **Draw** key to draw a weapon. With a weapon drawn, **right-click** to fire it. Right-click always fires a drawn weapon. To target an enemy, **right-click** on it. The cursor will change to indicate that you've targeted that enemy. Doc will keep her guns aimed at that target until it dies or she holsters her weapons or she selects another enemy. Then you can

continue navigating as before. Left-click anywhere, and Doc will strafe or run backwards as necessary to reach her destination without turning her back on the targeted enemy.

Inventory

Doc carries a variety of items with her in the field. To select an inventory item, use the **Scroll Inventory** buttons ([and] by default). The item is displayed in the bottom right corner of the screen along with a description. The description can be toggled off with the **Item Description** key.

With an item selected, press the **Use Item** button (Enter by default) to activate the item. Depending on where Doc is, something might happen. If she's standing in front of another person, she'll probably show the item to that person. Some items only work in certain locations.

Gear

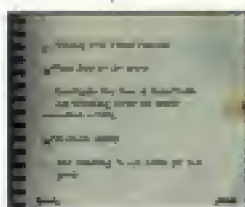Most of the gear Doc brings with her will work anywhere.

The **Compass** shows Doc's current orientation. (Hotkey is C by default.)

Any ghosts or spirits in the vicinity set off the **Spectral Proximity Sensor** if it's active. (Hotkey is S by default.)

With her **Nightvision Goggles**, Doc can see in complete darkness. Bright lights will cause a visual "burnout". (Hotkey is N by default.)

Using Doc's **Journal** brings up the notes interface. (See Journal. Hotkey is J by default.)

In dark situations, Doc can pull out a **Flashlight** to light up the environment. (Hotkey is F by default.)

Doc carries an **Audio Recorder** that she uses automatically to record interviews and strange sounds for later processing. (See Audio Processor.)

If she gets hurt, Doc has a **Doctor's Bag** filled with first aid supplies that she can use to recover her health.

Weapons

Even though she is first and foremost an investigator, Doc Holliday is not helpless in the field. She has a variety of weapons that allow her to handle almost any situation.

Pistol: Doc's primary weapon is a small Luger handgun. Light, easy to aim and adequately lethal, it usually gets the job done with minimal fuss. (Hotkey is 1 by default.)

Rifle: When she needs a little extra power, Doc pulls out her bolt-action Delisle Carbine rifle. It takes a little extra time to cock each time, but it has significantly more power. (Hotkey is 2 by default.)

Energy Weapon: The Enhanced Charged Radiance Emitter operates at a multitude of frequencies. It is capable of vaporizing vampires and dispersing specters and ghosts.

One major drawback is the time it takes to recharge, but since it's the only weapon in Doc's arsenal that affects ghosts, she has to have patience. (Hotkey is 3 by default.)

Melee Weapons: While she rarely uses them, it's possible that Doc will pick up a blunt or bladed weapon some she cannot store in her jacket. She picks them up using the Action key, arms them by pressing the Draw key and attacks using the Fire key. When she's done with it, she disarms it with the Draw key and drops it back to the ground with the Action key. (Hotkey is 4 by default.)

Journal

Doc keeps copious notes documenting her investigations. She transcribes key information from every interview and writes down her personal evaluations of the situation. As she picks up pages and images of importance, she tapes them into the pages of her notebook. She keeps an active to-do list and draws maps of most of the places she explores. If you're

Interviews - Transcripts of relevant conversations.

Research - Photos, clippings and other references.

Notes: Doc's personal feelings and observations.

To Do: A dynamic list of items Doc needs to do.

Maps: Hand-drawn maps of the environments Doc explores.

ever unsure of what you should do next, check the to-do list and read through some of your notes for hints and clues.
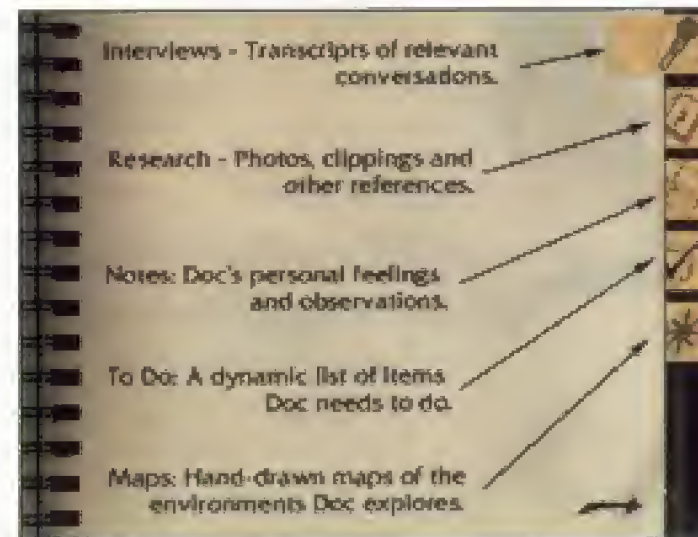
Audio Processor

Doc has heavily modified her Audio Recorder with additional processors and controls to allow her to listen in on frequencies inaudible to the human ear.

Chemistry Lab

Though she doesn't carry it with her at all times, Doc usually includes a chemistry set when she packs for field assignments. With it, she can analyze the chemical components of unknown materials using a simple Qualitative Analysis.

Appendix A - Control Keys

Keyboard Controls		Keyboard/Mouse Controls		Gamepad Controls	
Walk	Up	Walk	Up	Walk	Pad up
Backup	Down	Backup	Down	Backup	Pad Down
Run	Left Shitf	Run	Right Shift	Run	Left Shift
Strafe On	Left Alt	Strafe On	Right Ctrl	Strafe On	Pad 4
Strafe Left	Z	Strafe Left	Left	Strafe Left	Z
Strafe Right	X	Strafe Right	Right	Strafe Right	X
Right	Right	Left	Mouse X-axis	Left	Pad Left
Left	Left	Right	Mouse X-axis	Right	Pad Right
Fire	Space	Fire	Left Mouse	Fire	Pad 1
Aim Up	Q	Aim up	Mouse Y-axis	Aim up	Q
Aim Down	A	Aim Down	Mouse Y-axis	Aim Down	A
Pistol	1	Pistol	Number 1	Pistol	1
Rifle	2	Rifle	Number 2	Rifle	2
Energy	3	Energy	Number 3	Energy	3
Melee	4	Melee	Number 4	Melee	4

Point & Click Controls		In All Modes		In-Game Hotkeys	
Walk	Left Mouse	Flashlight	F	F1	Help
Run	Right Shift	Nightvision	N	F2	Save Game
Action/ Target/ Fire	Right Mouse	Journal	J	F3	Load Game
UseItem	Enter	Map	Tab	F5	Toggle Sound
		Compass	C	F6	Quick Save
		SPS	S	F9	Quick Load
		QuickTurn	Gray End	F11	Brighten Screen
		Prev Weapon	Minus		
		Next Weapon	Equals		
		Next Item	]		
		Prev Item	[		
		Item Description	P		
		Use Item	Enter		
		Draw	NUMPAD_0		

Tech Support and Troubleshooting

Having a problem getting your game to run? Problems with DirectX? Sound kind of non-existent? Please check out the file readme.txt on the Blair Witch Vol.1: Rustin Parr CD for last minute information and answers to frequently asked questions (FAQ's).

Do you want to ask a specific technical question? E-mail us directly at Support@talonsoft.com.

If you would prefer to talk to someone in person, you can reach our tech support staff at (410) 933-9191. Our hours of operation are Monday - Friday from 9 a.m. to 5 p.m. Eastern Time.

If you prefer U.S. mail, please use the following address:

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Made in Dallas, TX

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Blair Witch Volume 3: The Elly Kedward Tale is set in 1786, the year Elly Kedward is accused of witchcraft and banished from the Blair township. She withdraws into the woods and no one thinks anything more of her until their children start disappearing. Jonathan Pyre, once a pastor but now in conflict with his own shattered faith, takes on the role of witch-hunter. He journeys to the hysteria-seized town of Blair where he must master all forms of magic-white and black if he is to save anyone, including himself.